ABSTRACT OF THE DISCLOSURE

A scene in a virtual three-dimensional space is divided into multiple regions in accordance with the depth from a prescribed viewing point. Filtering levels are set for the respective divisional regions. Filtering processing is performed that imparts visual effects such as blurring to the respective regions of the scene in degrees corresponding to the respective filtering levels. A resulting scene is displayed on a display device. Since a single filtering level is determined for each of the regions obtained by dividing the scene in accordance with the depth and calculations are performed under common conditions on the pixels belonging to each region, the processing is relatively simple.